

# Ground-Breaking RPGs



*Interplay*<sup>TM</sup>  
BY GAMERS. FOR GAMERS.<sup>TM</sup>





# Baldur's Gate™

"We can't wait to get our hands on it."

—PC Gamer



Baldur's Gate takes you back to the Forgotten Realms® campaign setting on a visually dazzling roleplaying adventure, one that brings to life the grand tradition of the Advanced Dungeons & Dragons® game through cutting edge art and technology.

- Huge game world — multi-CD set filled with nearly 10,000 scrolling game screens, all fully rendered in lush 16-bit SVGA graphics.
- Gripping, non-linear adventure that spans seven chapters, with dozens of subplots that branch in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole.
- Transparent interface can be modified to play in a turn based fashion, and makes it possible to play without knowing AD&D® rules.
- Set in TSR's best-selling Forgotten Realms® campaign setting, the most popular and longest running of the Advanced Dungeons & Dragons® roleplaying game worlds.



Advanced  
**Dungeons & Dragons**



AVAILABLE FALL 1998

SYSTEM REQUIREMENTS: Pentium™ 100 or faster, Windows®95 with DirectX 5.0 or later, 16 MB of RAM, 200 MB of hard drive space, 4x CD-ROM or faster, Direct X certified sound card, Direct X certified SVGA card, 100% compatible Microsoft mouse. DOES NOT RUN IN DOS. (Subject to change.)

# Fallout 2

A POST NUCLEAR ROLE PLAYING GAME

Sequel to the RPG of the Year

"Interplay should again be in the running for RPG of the year for 1998 with Fallout 2"

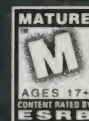
—C/Net's Gamecenter.com

Fallout 2 is the sequel to 1997's critically acclaimed Role Playing Game of the Year, which took RPGing out of the dungeons and into a dynamic apocalyptic retro future.

- Adventure in the wasteland as long as you want — all-new story line features no time limits, tough choices with bigger consequences, a car for faster travel, and a variety of new locations such as mobster-infested New Reno.
- Interact with more than 30 intelligent and lifelike NPCs; equip them, arm them and teach them skills — just make sure they're on your side!
- Advance your character through 30 levels and learn over 100 skills and "perks" including weapons mastery and shamanistic martial arts.
- Brandish a whole new arsenal of customizable weapons against bigger and tougher droids, mutants, ghouls, flesh-eating plants and other post nuclear abominations.



AVAILABLE FALL 1998



SYSTEM REQUIREMENTS: Pentium™ 90 or faster, Windows®95 only, 16 MB RAM, 30 MB hard disk space, 4x CD-ROM or faster, Direct X certified sound card, Direct X certified SVGA card, 100% compatible Microsoft mouse. DOES NOT RUN IN DOS. (Subject to change.)



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